Criteria Checklist

\_\_\_\_Identifies Instructional Design theory(ies) used.

\_\_\_\_Augmented Reality incorporated effectively into lesson

\_\_\_\_ Rationale for selected AR application

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| **Content- AR Application**  **20 Points Possible** | Contains many blatant errors and/or shows an obvious lack of effort | Contains several significant errors that make this ineffective as a teaching tool | Contains most of required information, but a few minor issues prevent this from being an effective teaching tool. | Contains all of required information and works well as a teaching tool to cover the basics of this topic. | Shows a high level of application and a deep understanding of augmented reality. Makes the project an excellent teaching tool. |
| **Accuracy** | **1** | **2** | **3** | **4** | **5** |
| **Thoroughness** | **1** | **2** | **3** | **4** | **5** |
| **Vocabulary** | **1** | **2** | **3** | **4** | **5** |
| **Praxis  (from theory to practice)** | **1** | **2** | **3** | **4** | **5** |
| **Audience and Purpose**  **15 Points Possible** | Little or no attempt given to adjust this for the specific audience. | Some attempt is given to making this accessible, but several issues prohibit the site from being a good teaching tool. | Most of this is considerate of the audience, but certain elements could be more effective as a teaching tool. | Considerate of audience and would help them become engaged with the target content. | Presented in a highly engaging manner. Students would love this and it would help them gain a deep understanding of both AR & target content. |
| **Language** | **1** | **2** | **3** | **4** | **5** |
| **Rationale** | **1** | **2** | **3** | **4** | **5** |
| **Educational Value** | **1** | **2** | **3** | **4** | **5** |
| **Instructional Design**  **15 Points Possible** | Shows little or no effort in to apply instructional design. | Some application apparent, but shows minimal effort in design as it relates to relevant theory. | Shows some application, but some parts could be stronger. | Effective organization and application of instructional design. | Effective, original presentation of all content. |
| **Organization** | **1** | **2** | **3** | **4** | **5** |
| **User Friendly** | **1** | **2** | **3** | **4** | **5** |
| **Content reinforcement** | **1** | **2** | **3** | **4** | **5** |

Rubric based on Bloom’s Revised Taxonomy & International Center for Leadership in Education’s Rigor/Relevance Framework: <http://www.leadered.com/rrr.html>